



CE251 : JAVA PROGRAMMING

File IO

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Files and Exceptions

- When creating files and performing I/O operations on them, the systems generates errors. The basic I/O related exception classes are given below:
 - EOFException – signals that end of the file is reached unexpectedly during input.
 - FileNotFoundException – file could not be opened
 - InterruptedIOException – I/O operations have been interrupted
 - IOException – signals that I/O exception of some sort has occurred – very general I/O exception

Syntax

- Each I/O statement or a group of I/O statements must have an exception handler around it/them as follows:

```
try {  
    ...// I/O statements – open file, read, etc.  
}  
catch(IOException e) // or specific type exception  
{  
    ...//message output statements  
}
```

Example

```
import java.io.*;
class CountBytesNew {

    public static void main (String[] args)
        throws FileNotFoundException, IOException
    {
        FileInputStream in;
        try{
            in = new FileInputStream("FileIn.txt");
            int total = 0;
            while (in.read() != -1)
                total++;
            System.out.println("Total = " + total);
        }
        catch(FileNotFoundException e1)
        {
            System.out.println("FileIn.txt does not exist!");
        }
        catch(IOException e2)
        {
            System.out.println("Error occurred while read file FileIn.txt");
        }
    }
}
```

Java File Class

- Java File class is a part of java.io package.
- Java File class is an abstract representation of file and directory pathnames.

File Constructors

Constructor	Description
<code>File(File parent, String child)</code>	It creates a new File instance from a parent abstract pathname and a child pathname string.
<code>File(String pathname)</code>	It creates a new File instance by converting the given pathname string into an abstract pathname.
<code>File(String parent, String child)</code>	It creates a new File instance from a parent pathname string and a child pathname string.
<code>File(URI uri)</code>	It creates a new File instance by converting the given file: URI into an abstract pathname.

Example

```
import java.io.File;
import java.net.URI;
import java.net.URISyntaxException;

public class FileConstructor {
    public static void main(String[] args) {
        //First
        File file = new File("D:/Java_2018/data/file.txt");
        //Second
        File parent = new File("D:/Java_2018/");
        File file2 = new File(parent, "data2/file2.txt");
        //Third
        File file3 = new File("D:/Java_2018/", "data3/file3.txt");
        System.out.println("First : "+file.getAbsolutePath());
        System.out.println("Second : "+file2.getAbsolutePath());
        System.out.println("Third : "+file3.getAbsolutePath());
        //Forth
        URI uri;
        try {
            uri = new URI("file:///D:/Java_2018/data4/file4.txt");
            File file4 = new File(uri);
            System.out.println("Forth : "+file4.getAbsolutePath());
        } catch (URISyntaxException e) {
            e.printStackTrace();
        }
    }
}
```

Output

```
D:\Java_2018\io>javac FileConstructor.java  
  
D:\Java_2018\io>java FileConstructor  
First : D:\Java_2018\data\file.txt  
Second : D:\Java_2018\data2\file2.txt  
Third : D:\Java_2018\data3\file3.txt  
Forth : D:\Java_2018\data4\file4.txt
```


File Class Useful Methods

- 30+ methods

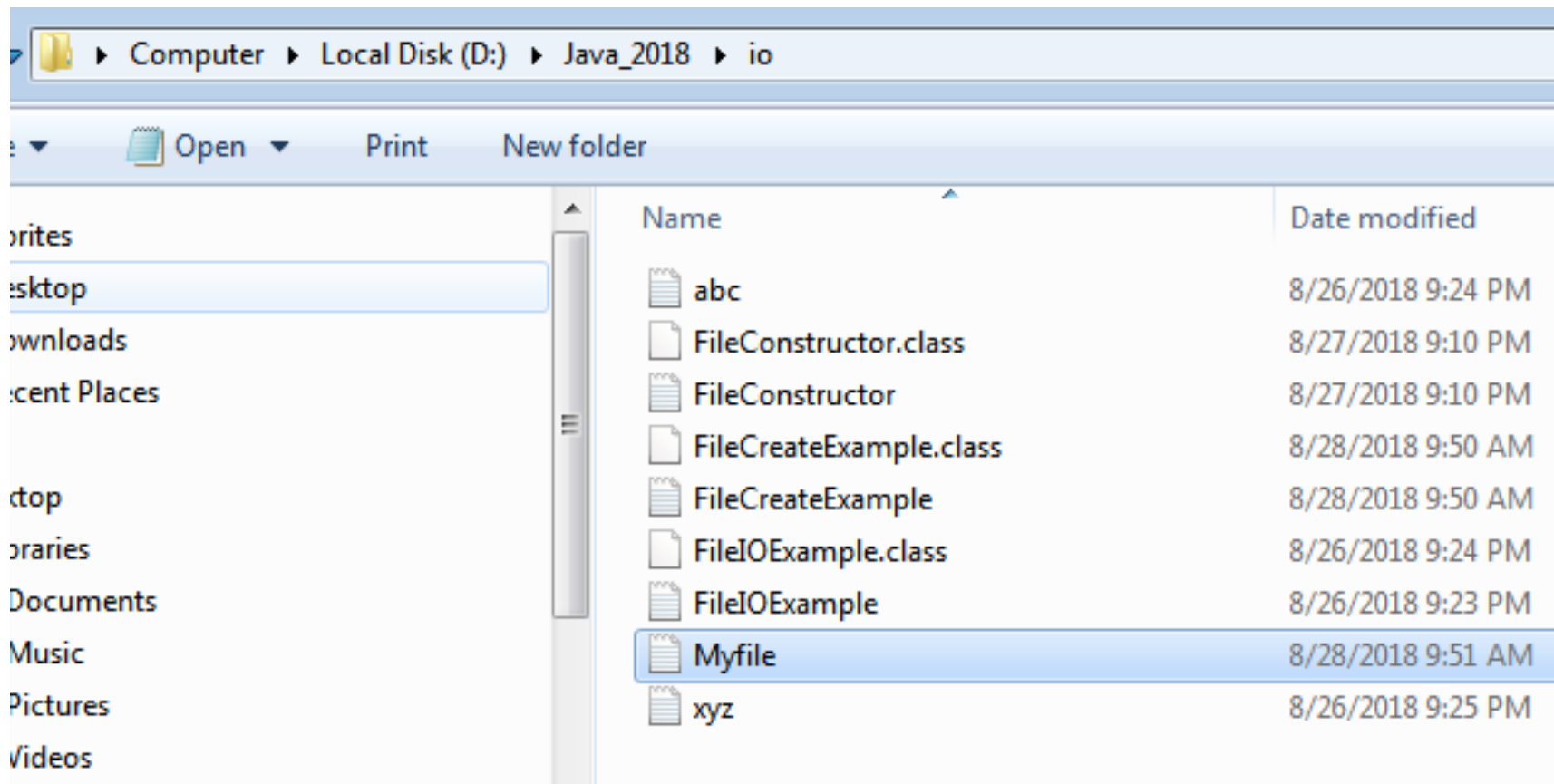
Create New File

```
import java.io.File;
import java.io.IOException;

public class FileCreateExample {

    public static void main(String[] args) {
        //initialize File constructor
        File file = new File("D:/Java_2018/io/Myfile.txt");
        try {
            boolean createFile = file.createNewFile();
            if (createFile) {
                System.out.println("New File is created.");
            } else {
                System.out.println("File already exists.");
            }
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

Output



Check File Permissions

```
import java.io.File;

public class FilePermissionExample {

    public static void main(String[] args) {

        //initialize File constructor
        File file = new File("D:/Java_2018/io/Myfile.txt");
        System.out.println("File is readable? "+file.canRead());
        System.out.println("File is writable? "+file.canWrite());
        System.out.println("File is executable? "+file.canExecute());
    }
}
```

```
D:\Java_2018\io>javac FilePermissionExample.java
D:\Java_2018\io>java FilePermissionExample
File is readable? true
File is writable? true
File is executable? true
```

Check if File already exists?

```
import java.io.File;

public class CheckForFileExistExample {

    public static void main(String[] args) {

        // initialize File constructor
        File file = new File("D:/Java_2018/io/Myfile.txt");
        System.out.println("File Exists : "+file.exists());

        File nonExistfile = new File("D:/Java_2018/io/Newfile.txt");
        System.out.println("File Exists : "+nonExistfile.exists());

    }

}
```

```
D:\Java_2018\io>javac CheckForFileExistExample.java
D:\Java_2018\io>java CheckForFileExistExample
File Exists : true
File Exists : false
```

Java File Absolute & Canonical Path

```
import java.io.File;
import java.io.IOException;

public class AbsoluteAndCanonicalPathExample {

    public static void main(String[] args) throws IOException {
        File file = new File("/Java_2018/io/Myfile.txt");
        File file1 = new File("/Java_2018/../Myfile.txt");

        System.out.println("Absolute Path : " + file.getAbsolutePath());
        System.out.println("Canonical Path : " + file.getCanonicalPath());

        System.out.println("Absolute Path : " + file1.getAbsolutePath());
        System.out.println("Canonical Path : " + file1.getCanonicalPath());
    }
}
```

```
D:\Java_2018\io>javac AbsoluteAndCanonicalPathExample.java
D:\Java_2018\io>java AbsoluteAndCanonicalPathExample
Absolute Path : D:\Java_2018\io\Myfile.txt
Canonical Path : D:\Java_2018\io\Myfile.txt
Absolute Path : D:\Java_2018\..\Myfile.txt
Canonical Path : D:\Myfile.txt
```

Create Directories

```
import java.io.File;

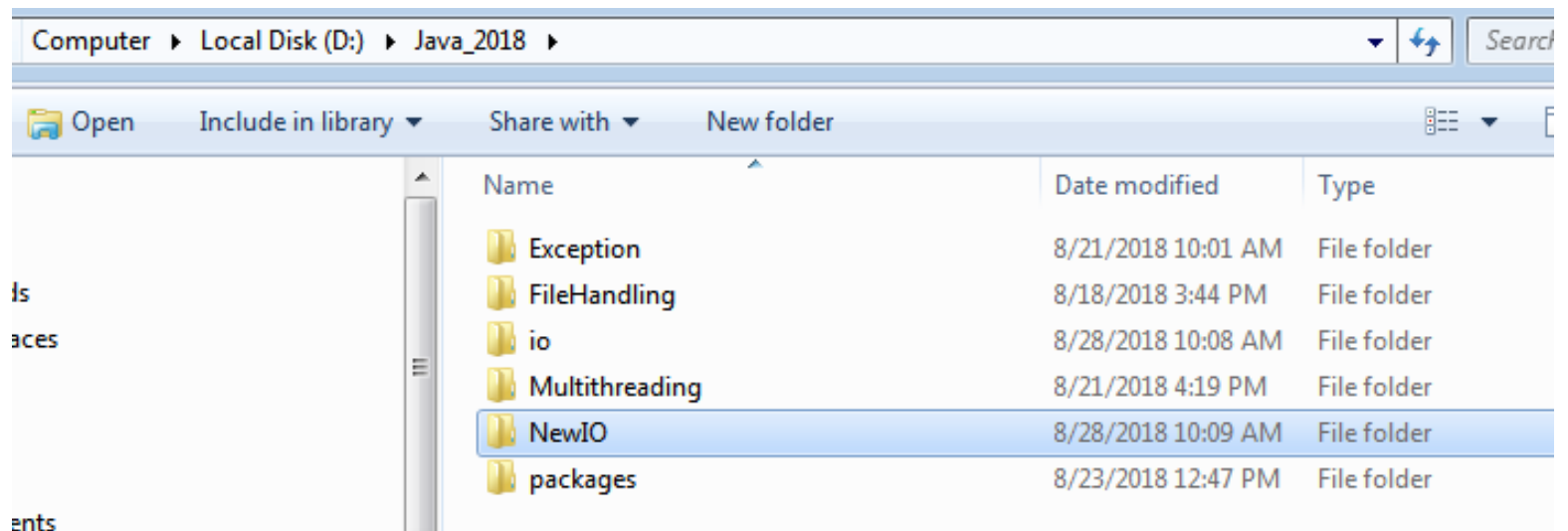
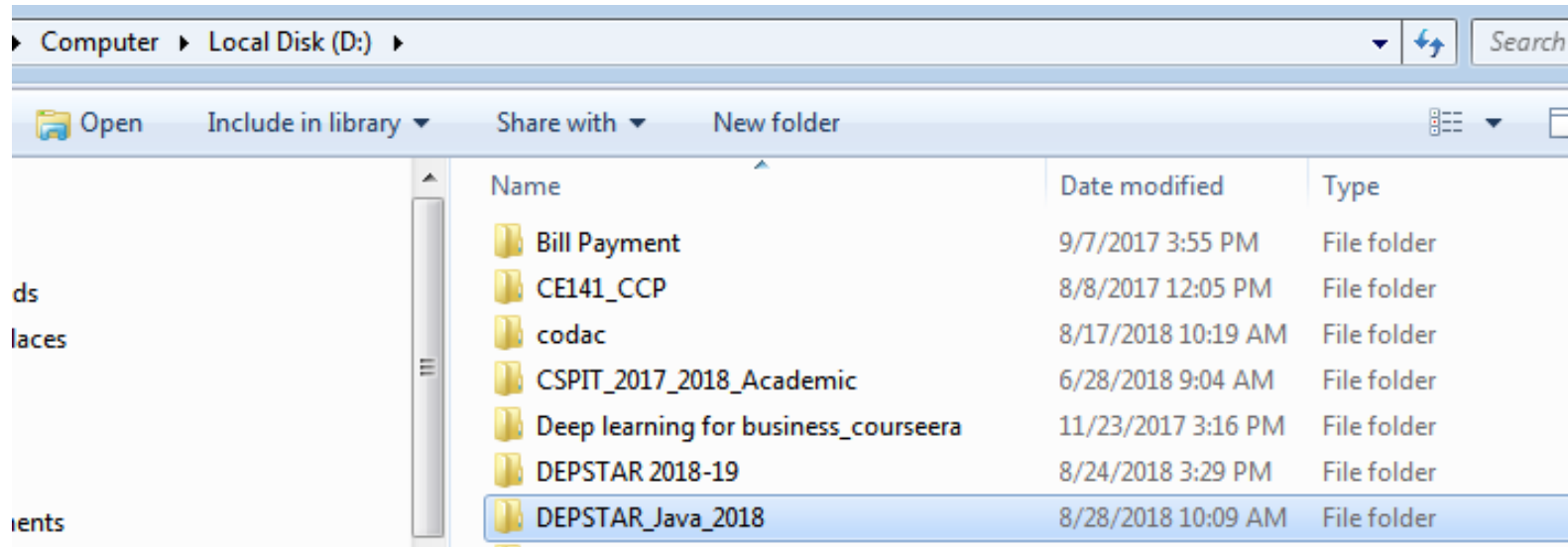
public class CreateDirectoriesExample {

    public static void main(String[] args) {

        // initialize File constructor
        File file = new File("D:/DEPSTAR_Java_2018/");
        boolean created = file.mkdir();
        if (created) {
            System.out.println("Directory created");
        } else {
            System.out.println("Directory is not created");
        }

        //create directories including sub directories
        File file2 = new File("D:/Java_2018/NewIO");
        boolean creatSub = file2.mkdirs();
        if (creatSub) {
            System.out.println("Directory including sub directories created");
        } else {
            System.out.println("Directory including sub directories are not created");
        }
    }
}
```

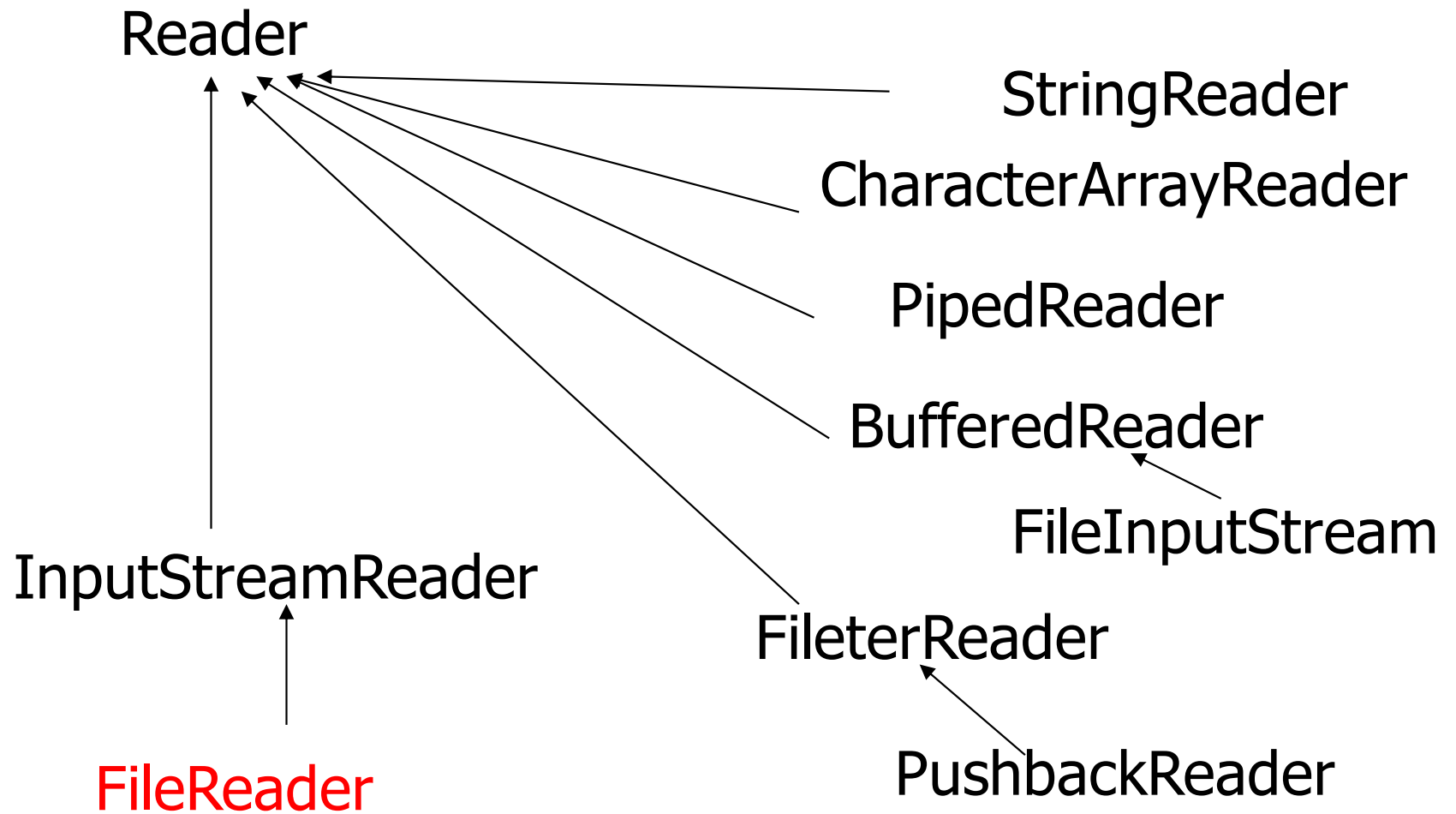
Output



Reading and Writing Characters

- As pointed out earlier, subclasses of Reader and Writer implement streams that can handle characters.
- The two subclasses used for handling characters in file are:
 - FileReader
 - FileWriter
- While opening a file, we can pass either file name or File object during the creation of objects of the above classes.

Reader Class Hierarchy



Reader - operations

<code>public int read()</code>	Reads a character and returns as a integer 0-255
<code>public int read(char[] buf, int offset, int count)</code>	Reads and stores the characters in <i>buf</i> starting at <i>offset</i> . <i>count</i> is the maximum read.
<code>public int read(char[] buf)</code>	Same as previous <i>offset</i> =0 and <i>length</i> = <i>buf.length()</i>
<code>public long skip(long count)</code>	Skips <i>count</i> characters.
<code>public boolean()</code>	Returns true if the stream is ready to be read.
<code>public void close()</code>	Closes stream

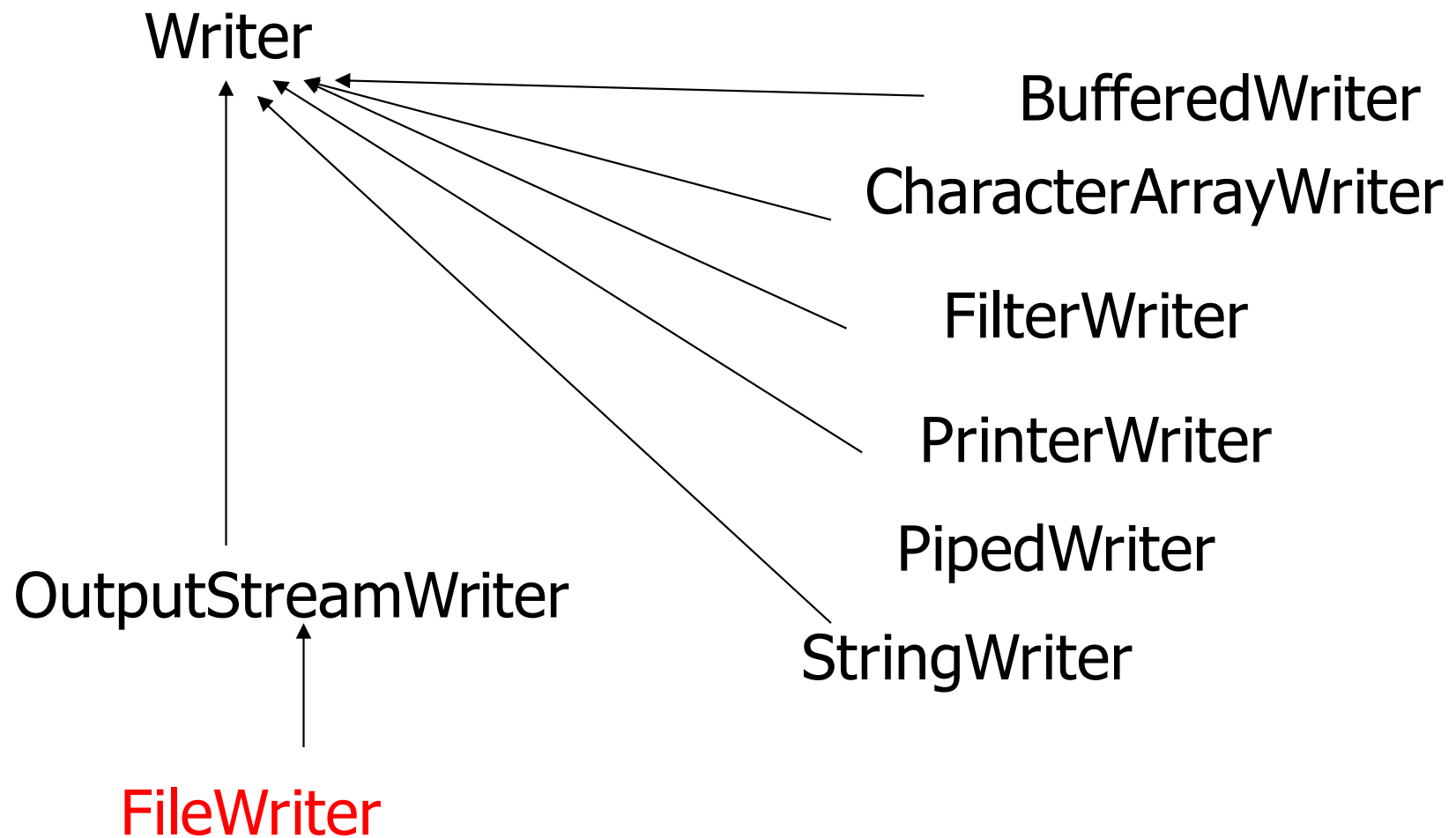
Reader - example

```
import java.io.*;
public class CountSpace {
    public static void main (String[] args)
        throws IOException
    {
        Reader in; // in can also be FileReader
        in = new FileReader("FileIn.txt");
        int ch, total, spaces;

        spaces = 0;

        for (total = 0 ; (ch = in.read()) != -1; total++){
            if(Character.isWhitespace((char) ch))
            {
                spaces++;
            }
        }
        System.out.println(total + " chars " + spaces + " spaces ");
    }
}
```

Writer Class Hierarchy



Byte Output Streams - operations

public abstract void write(int ch)	Write <i>ch</i> as characters.
public void write(char[] buf, int offset, int count)	Write <i>count</i> characters starting from <i>offset</i> in <i>buf</i> .
public void write(char[] buf)	Same as previous <i>offset=0</i> and <i>count = buf.length()</i>
public void write(String str, int offset, int count)	Write <i>count</i> characters starting at <i>offset</i> of <i>str</i> .
public void flush()	Flushes the stream.
public void close()	Closes stream

Copying Characters from Files

- Write a Program that copies contents of a source file to a destination file.
- The names of source and destination files is passed as command line arguments.
- Make sure that sufficient number of arguments are passed.
- Print appropriate error messages.

FileCopy.java

```
import java.io.*;
public class FileCopy {
    public static void main (String[] args)
    {
        if(args.length != 2)
        {
            System.out.println("Error: in sufficient arguments");
            System.out.println("Usage - java FileCopy SourceFile DestFile");
            System.exit(-1);
        }
        try {
            FileReader srcFile = new FileReader(args[0]);
            FileWriter destFile = new FileWriter(args[1]);

            int ch;
            while((ch=srcFile.read()) != -1)
                destFile.write(ch);
            srcFile.close();
            destFile.close();
        }
        catch(IOException e)
        {
            System.out.println(e);
            System.exit(-1);
        }
    }
}
```


Runs and Outputs

- Source file exists:
 - `java FileCopy FileIn.txt Fileout.txt`
- Source file does not exist:
 - `java FileCopy abc Fileout.txt`
`java.io.FileNotFoundException: abc (No such file or directory)`
- In sufficient arguments passed
 - `java FileCopy FileIn.txt`
Error: in sufficient arguments
Usage - `java FileCopy SourceFile DestFile`

Do the exercise

- Write a program to print the all files and directory name as well as total count.
- Hint: use File class methods
- 1. list()
- 2. isFile()
- 3. isDirectory()

Limitation of FileWriter

Buffered Streams

- Java supports creation of buffers to store temporarily data that read from or written to a stream. This process is known as *buffered I/O* operation.
- Buffered stream classes – BufferedInputStream, BufferedOutputStream, BufferedReader, BufferedWriter buffer data to avoid every read or write going to the stream.
- These are used in file operations since accessing the disk for every character read is not efficient.

Buffered Streams

- Buffered character streams understand **lines of text**.
- BufferedWriter has a **newLine** method which writes a new line character to the stream.
- BufferedReader has a **readLine** method to read a line of text as a String.

BufferedReader - example

- Use a BufferedReader to read a file one line at a time and print the lines to standard output

```
import java.io.*;

class ReadTextFile {
    public static void main(String[] args)
        throws FileNotFoundException, IOException
    {
        BufferedReader in;
        in = new BufferedReader( new FileReader("Command.txt"));
        String line;
        while (( line = in.readLine()) != null )
        {
            System.out.println(line);
        }
    }
}
```

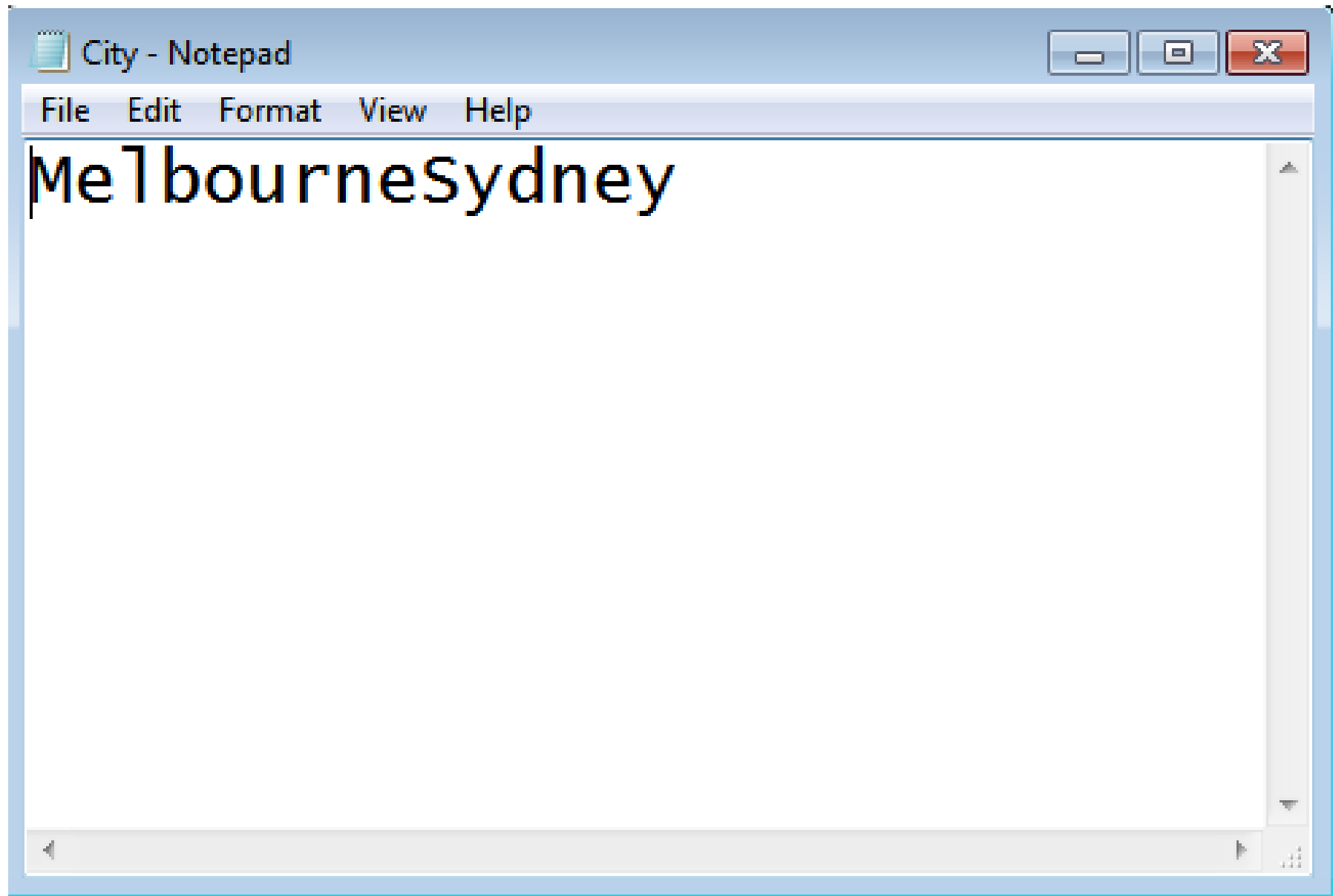
Reading/Writing Bytes

- The FileReader and FileWriter classes are used to read and write 16-bit characters.
- As most file systems use only 8-bit bytes, Java supports number of classes that can handle bytes. The two most commonly used classes for handling bytes are:
 - FileInputStream (discussed earlier)
 - FileOutputStream

Writing Bytes - Example

```
public class WriteBytes {  
  
    public static void main (String[] args)  
    {  
        byte cities[] = {'M', 'e', 'l', 'b', 'o', 'u', 'r', 'n', 'e', '\n', 'S', 'y', 'd', 'n', 'e', 'y', '\n' };  
  
        FileOutputStream outFile;  
        try{  
            outFile = new FileOutputStream("City.txt");  
            outFile.write(cities);  
            outFile.close();  
        }  
        catch(IOException e)  
        {  
            System.out.println(e);  
            System.exit(-1);  
        }  
    }  
}
```


Output



Summary

- All Java I/O classes are designed to operate with Exceptions.
- User Exceptions and your own handler with files to manage runtime errors.
- Subclasses FileReader / FileWriter support characters-based File I/O.
- FileInputStream and FileOutputStream classes support bytes-based File I/O.
- Buffered read operations support efficient I/O operations.